

South Derbyshire
ACTIVE
SCHOOLS
PARTNERSHIP | SDASP

Competition and Events

2024 / 2025

Rules Booklet



South Derbyshire Active Schools Partnership

Code of Conduct

In order to promote a high standard of behaviour in the games, all Players, Parents, Spectators and Teachers are requested to abide by this Code of Conduct.

Players

- ◆ Promote fair play and abide by the rules of the game.
- ◆ Display and promote high standards of behaviour.
- ◆ Do not use dangerous play, poor sportsmanship or foul language.
- ◆ Show respect and courtesy at all times to fellow players, coaches, referees, opponents and parents/guardians.
- ◆ Respect the decision of the referee and other match officials.
- ◆ Never engage in public criticism of the match officials.
- ◆ Players to ask team captain to talk to the referee if they have a problem relating to the game.
- ◆ Be modest in victory and gracious in defeat.
- ◆ Shake hands with the opposing team and the match officials at the end of every game and have three cheers for the opposition.

Parents, Spectators and Teachers

- ◆ Give a warm and generous welcome to both teams.
- ◆ Always encourage and applaud good play for both teams.
- ◆ Support all the children playing so they have a good experience.
- ◆ Recognise skill, enthusiasm and sporting behaviour in both teams.
- ◆ Never boo or criticize anyone, including the officials.
- ◆ Never ridicule or shout at players, and show respect to coaches and referees.
- ◆ Many officials are volunteers and without them events would not be able to run, so please respect their decisions at all times.
- ◆ Never engage in offensive, abusive language or behaviour.
- ◆ Watch games but be considerate to other spectators by ensuring you do not block their view.
- Win, lose or draw, appreciate the efforts of all the players and officials.

Competition Rules Information

Rules

All competitions have a dedicated rule page, this is aid to preparation and training. Some elements will be subject to change dependant on County Final rule formatting, we will always try and align with county finals, if not possible we will make everyone aware prior to the event.

Formatting

This provides information on how the fixtures / activities will run at each event, the formatting may change dependant on teams entered.

If there is an event format where there are qualifying stages and Semi Finals / Finals on the same night, please be aware that the finish time is based on the end of the final. If you do not make it through to the knockout stages you may have approximately a 30 minutes earlier finishing time for transport.

Festivals

The festivals do not have a rule / formatting page as the activities are chosen are based on the number of schools entered so we will provide rule / formatting via email at least a week prior to the event.

Dance in the Forest

This event requires several separate documents and bookings, this will not be on the booking system at the start of the academic year. We will send out all bookings and correspondence for this event separately.

TBC

All events that are TBC will be confirmed ASAP as possible, if you book on using the our spreadsheet you will get automatic updates when dates and information has been confirmed via email.



American Football

Rules:	• Offensive players try to advance the ball on a series of set plays by either throwing or giving the ball to a player to run with to try to score a touchdown (TD). • Defensive players try to stop the offense's progress by tackling the ball carrier or stopping passes – either by knocking the ball away mid-flight or catching it themselves. • The offense has 4 attempts (downs) to move the ball past the half-way line, or score a TD. • Starting from their own 5 yard line, if the offense get past half-way in 4 downs or less then they get another 4 downs to try to score a TD. • If the offense fails to achieve the above (halfway line or end zone) possession of the ball passes to the defence and they start from their own 5 yard line as the new offensive team. • A TD is worth 6 points. Following a TD the offense must decide to go for a 1 or 2 point conversion. A 1 point play starts 5 yards from the end zone. A 2 point play is 10 yards from the end zone. • Squads are between 5-12 per team with 5 players on the field. • The offense has a Quarterback (passer) and 4 other players made up of Receivers (catchers) or Running-Backs (runners). Only the Quarterback (QB) is allowed to pass.
Formatting:	Each pitch will be running its own league, everyone on your pitch will play each other in a league format. The top two / three teams (Dependant on entries) from each pitch / league will advance through to the finals.

Year 1/2 Sports Hall Athletics

Rules:	Pupils will take part in both field and track events, in which boys and girls will compete separately. Schools should complete a team sheet to allocate pupils to events, ensuring events are distributed evenly among pupils (this team sheet does not need to be handed in to event officials).
Formatting:	Track events: 1+1 relay, 2+2 relay, 6 lap paarlauf, 4x1 relay, Obstacle relay. Field events: Standing Long Jump, Javelin, Speed Bounce, Seated Chest Push, Vertical Jump.



Year 3/4 Sports Hall Athletics

Rules:	Pupils will take part in both field and track events, in which boys and girls will compete separately. Schools should complete a team sheet to allocate pupils to events, ensuring events are distributed evenly among pupils (this team sheet does not need to be handed in to event officials).
Formatting:	Track events: 1+1 relay, 2+2 relay, 6 lap paarlauf, 4x1 relay, Obstacle relay. Field events: Standing Long Jump, Javelin, Speed Bounce, Seated Chest Push, Vertical Jump.

Year 5/6 Sports Hall Athletics

Rules:	Pupils will take part in both field and track events, in which boys and girls will compete separately. Schools should complete a team sheet to allocate pupils to events, ensuring events are distributed evenly among pupils (this team sheet does not need to be handed in to event officials).
Formatting:	Track events: 1+1 relay, 2+2 relay, 6 lap paarlauf, 4x1 relay, Obstacle relay. Field events: Standing Long Jump, Javelin, Speed Bounce, Seated Chest Push, Vertical Jump.



Primary Cross Country

Rules:	To be eligible to win a race category a school must have a minimum of 3 (2 for small schools) runners racing in both boys and girls races. Distances per year groups: • Year 3 & 4 - 1.5km • Year 5 & 6 - 2km
Formatting:	There will be 8 races taking place: 1. Year 3 Boys 2. Year 3 Girls 3. Year 4 Boys 4. Year 4 Girls 5. Year 5 Boys 6. Year 5 Girls 7. Year 6 Boys 8. Year 6 Girls



Mini Basketball

Rules:	• 4 boys play in the 1st period, and 4 girls play in the 2nd period. • The team of 8 can be changed between games to allow extra squad players to play in the tournament. • Teams must play man to man defence with no screens permitted. • No timeouts. • No penalty for a team who does not cause the ball to go into its frontcourt within eight (8) seconds. • No rear court violation. • No penalty if a team does not attempt a shot for a field goal within twenty-four (24) seconds. • There are no free throws. • No 3-point shots are awarded.
Formatting:	• Two / three courts will be running with a league on each court. • Each court will have a maximum of 6 teams. • Top two / three from each league will make it through to the finals.



Small Schools

Mini Basketball

Rules:	• 4 boys play in the 1st period, and 4 girls play in the 2nd period. • The team of 8 can be changed between games to allow extra squad players to play in the tournament. • Teams must play man to man defence with no screens permitted. • No timeouts. • No penalty for a team who does not cause the ball to go into its frontcourt within eight (8) seconds. • No rear court violation. • No penalty if a team does not attempt a shot for a field goal within twenty-four (24) seconds. • There are no free throws. • No 3-point shots are awarded.
Formatting:	• Two / three courts will be running with a league on each court. • Each court will have a maximum of 4 teams. • Top two / three from each league will make it through to the finals.



Year 3/4 Basketball

Rules:	• 3 a side. • Both teams shoot at the same hoop. • Plays in half of a court. • Substitutes can be made when the ball is out of play. • At a change of possession e.g. foul, basket, ball out of play, play should restart from the nearest side/end line or the top of the arc if playing half court. • Scoring: baskets scored from outside the arc (if available) = 3 points, baskets scored from inside the arc = 2 points.
Formatting:	• Three / Four courts will be running dependant on number of entries. • Maximum of 5 teams on each court. • Each court will have a league running. • Top two from each league will play in a quarter finals, semi finals and then progress to a finals.



KS2 Boccia

(Competition Plus)

Rules:	To qualify for the tournament, your team should have: At least one child with a physical disability or impairment (this needs to be a recognised disability - asthma will not be recognised) and/or one child who is listed on your schools SEND register. To compliment the rest of your squad, it is highly recommended that other children are those who may not be fully engaged in your current PE and school sport offer. School Games Boccia rules will be applied at this competition. • 3 a side, 5 in a team. • Pitch Size = Badminton Court. • Red Balls Start. • Who throws the jack, throws the first ball. • Min Line = First third of the badminton court. • Everyone Seated. • Best of 3 games = Match.
Formatting:	• 9 Minute Matches - 3 Minute Games. • 4 Leagues across 4 pitches. • Max 6 teams per league. • Top 2 from each league to progress to quarter finals, semi final and finals.



Mixed Kwik Cricket

Rules:	• 8 a side, maximum of 10 in a squad. • Each team will face 40 balls. • Each batting pair will face 10 balls. • Change bowler ever 5 balls. • Each wicket will result in an additional 5 runs being adding to the bowling teams total. • 2 runs to be added for each no / wide ball.
Formatting:	• There will be 3 / 4 pitches dependant on number of teams entered. • Each pitch will have its own league. • 4 teams per league. • Top team from each league will advance to semi finals and finals.



Girls Kwik Cricket

Rules:	• 8 a side, maximum of 10 in a squad. • Each team will face 40 balls. • Each batting pair will face 10 balls. • Change bowler ever 5 balls. • Each wicket will result in an additional 5 runs being added to the bowling teams total. • 2 runs to be added for each no / wide ball.
Formatting:	• There will be 3 / 4 pitches dependant on number of teams entered. • Each pitch will have its own league. • 4 teams per league. • Top team from each league will advance to semi finals and finals.



Year 3&4 Cricket

Rules:	• 6 a side, maximum of 9 in a squad. • Each team will face 30 balls. • Each batting pair will face 10 balls. • Change bowler ever 5 balls. • Each wicket will result in an additional 5 runs being added to the bowling teams total. • 2 runs to be added for each no / wide ball.
Formatting:	• There will be 3 / 4 pitches dependant on number of teams entered. • Each pitch will have its own league. • 4 teams per league. • Top team from each league will advance to the semi finals and then finals.



KS1 Kwik Cricket

Rules:	• 6 a side, maximum of 9 in a squad. • Each team will face 30 balls. • Each batting pair will face 10 balls. • Change bowler ever 5 balls. • Each wicket will result in an additional 5 runs being adding to the bowling teams total. • 2 runs to be added for each no / wide ball.
Formatting:	• There will be 1 / 2 pitches dependant on number of teams entered. • Each pitch will have its own league. • 4 teams per league. • Top team from each league will advance to the semi finals and then finals.



Small Schools

Kwik Cricket

Rules:	• 6 a side, maximum of 9 in a squad. • Each team will face 30 balls. • Each batting pair will face 10 balls. • Change bowler ever 5 balls. • Each wicket will result in an additional 5 runs being adding to the bowling teams total. • 2 runs to be added for each no / wide ball.
Formatting:	• There will be 1 / 2 pitches dependant on number of teams entered. • Each pitch will have its own league. • 4 teams per league. • Top team from each league will advance to the semi finals and then finals.



Primary Dodgeball

Rules:	- Games will be played on a full badminton court. - Each game will be played with 3 dodgeballs. - Games will be played for a set period of time. 3 Games = A Match. - If a player is hit without the ball bouncing they are out. - Headshots are not allowed. - If a player catches the ball, one member of their team can come back into play and the player who through the ball is out. - If one team has all 3 balls they must throw it in 3 seconds. - Players can not step over the centre line, if they do they are out. - Ball retrievers (Wearing Bibs) will collect all balls that leave the court, no one else will be allowed to leave court.
Formatting:	There will be 6 pitches being played and each pitch will have its own league being ran on the pitch. Everyone will play everyone within their league. The top team and best 2 runners up from each league will advance through to quarter finals, semi finals and finals.



Mixed Mini Soccer

Rules:	Rules of Association Football apply apart from the following variations: - No offside. - Rolling substitutes during a stoppage of play. All players should receive equal playing time where possible. - Goal kicks can be taken from anywhere within the penalty area. - All free-kicks are direct. - All opposing players must be at least 5 yards from the ball at the taking of freekicks, corner kicks and kick-offs. - Power play, if there is a 3 goal deficit. - Throw ins for all ages. - Heading will not be allowed and in direct free kicks will be awarded.
Formatting:	Each pitch will be running its own league, everyone on your pitch will play each other in a league format. The top two / three teams (Dependant on entries) from each pitch / league with advance through to the quarter finals, semi finals and finals. If drawing on points, it will be decided on goal difference , then goals for, then goals against. If any game in the finals is drawing, then 5 minutes extra time will be played and then penalties, where each team will pick three players to take a penalty.



Girls Mini Soccer Finals

Rules:	Rules of Association Football apply apart from the following variations: • No offside. • Rolling substitutes during a stoppage of play. All players should receive equal playing time where possible. • Goal kicks can be taken from anywhere within the penalty area. • All free-kicks are direct. • All opposing players must be at least 5 yards from the ball at the taking of freekicks, corner kicks and kick-offs. • Power play, if there is a 3 goal deficit. • Throw ins for all ages. • Heading will not be allowed and in direct free kicks will be awarded.
Formatting:	Each pitch will be running its own league, everyone on your pitch will play each other in a league format. The top two / three teams (Dependant on entries) from each pitch / league with advance through to the quarter finals, semi finals and finals. If drawing on points, it will be decided on goal difference , then goals for, then goals against. If any game in the finals is drawing, then 5 minutes extra time will be played and then penalties, where each team will pick three players to take a penalty.



Small Schools

Mini Soccer Finals

Rules:	Rules of Association Football apply apart from the following variations: • No offside. • Rolling substitutes during a stoppage of play. All players should receive equal playing time where possible. • Goal kicks can be taken from anywhere within the penalty area. • All free-kicks are direct. • All opposing players must be at least 5 yards from the ball at the taking of freekicks, corner kicks and kick-offs. • Power play, if there is a 3 goal deficit. • Throw ins for all ages. • Heading will not be allowed and in direct free kicks will be awarded.
Formatting:	Each pitch will be running its own league, everyone on your pitch will play each other in a league format. The top two / three teams (Dependant on entries) from each pitch / league with advance through to the quarter finals, semi finals and finals. If drawing on points, it will be decided on goal difference , then goals for, then goals against. If any game in the finals is drawing, then 5 minutes extra time will be played and then penalties, where each team will pick three players to take a penalty.



Year 3&4 Prominent Cup

Rules:	Rules of Association Football apply apart from the following variations: • No offside. • Rolling substitutes during a stoppage of play. All players should receive equal playing time where possible. • Goal kicks can be taken from anywhere within the penalty area. • All free-kicks are direct. • All opposing players must be at least 5 yards from the ball at the taking of freekicks, corner kicks and kick-offs. • Power play, if there is a 3 goal deficit. • Throw ins for all ages. • Heading will not be allowed and in direct free kicks will be awarded.
Formatting:	Each pitch will be running its own league, everyone on your pitch will play each other in a league format. The top two / three teams (Dependant on entries) from each pitch / league with advance through to the quarter finals, semi finals and finals. If drawing on points, it will be decided on goal difference , then goals for, then goals against. If any game in the finals is drawing, then 5 minutes extra time will be played and then penalties, where each team will pick three players to take a penalty.



KS1 Football Tournament

Rules:	Rules of Association Football apply apart from the following variations: • No offside. • Rolling substitutes during a stoppage of play. All players should receive equal playing time where possible. • Goal kicks can be taken from anywhere within the penalty area. • All free-kicks are direct. • All opposing players must be at least 5 yards from the ball at the taking of freekicks, corner kicks and kick-offs. • Power play, if there is a 3 goal deficit. • Throw ins for all ages. • Heading will not be allowed and in direct free kicks will be awarded.
Formatting:	Each pitch will be running its own league, everyone on your pitch will play each other in a league format. The top two / three teams (Dependant on entries) from each pitch / league with advance through to the quarter finals, semi finals and finals. If drawing on points, it will be decided on goal difference , then goals for, then goals against. If any game in the finals is drawing, then 5 minutes extra time will be played and then penalties, where each team will pick three players to take a penalty.



Primary Goalball

Rules:	• Goalball will require players to wear a blindfold and will play with a bell ball. • The court will be played to the size of a badminton court and split into thirds, each team having their own third at their goal end, with the middle third being non-playing territory. • To hear the ball, the sports hall will be silent when games are in play. • Players should be prepared to wear a blindfold and move around, mainly seated, on a sports hall floor. When the ball is rolled there are 4 possible outcomes: 1. Goal, game restarted by the team who conceded the goal. 2. Out (ball rolls over the side line) – game restarted by the other team. 3. Blocked. 4. Blocked Out.
Formatting:	There will be approximately 4 pitches being played and each pitch will have an individual league running on the pitch. The winner of each league will go forward to the semi finals and final.



Gymnastics (Year 1&2)

Rules:	Pupils should follow the routines which will be sent out at after the first P.E Coordinator meeting. Routines which compromise of: • Floor • Vault Only the top 4 scores will be taken into account from each school.
Formatting:	Each child will perform the routine provided, the routine will be sent out with the information pack. The child will be judged by independent judges provided Burton Gymnastics Club . You will go round in rotations, so you will perform Floor / Vault and then have rest time and then perform Floor / Vault to finish.



Gymnastics (Year 3&4)

Rules:	Pupils should follow the routines which will be sent out at after the first P.E Coordinator meeting. Routines which compromise of: • Floor • Vault Only the top 4 scores will be taken into account from each school.
Formatting:	Each child will perform the routine provided, the routine will be sent out will the information pack. The child will be judged by independent judges provided Burton Gymnastics Club . You will go round in rotations, so you will perform Floor / Vault and then have rest time and then perform Floor / Vault to finish.



Gymnastics (Year 5&6)

Rules:	Pupils should follow the routines which will be sent out at after the first P.E Coordinator meeting. Routines which compromise of: • Floor • Vault Only the top 4 scores will be taken into account from each school.
Formatting:	Each child will perform the routine provided, the routine will be sent out will the information pack. The child will be judged by independent judges provided Burton Gymnastics Club . You will go round in rotations, so you will perform Floor / Vault and then have rest time and then perform Floor / Vault to finish.



Quick Sticks Hockey

Rules:	- Teams consist of four players, No goalkeepers are required. - Quicksticks starts with one team taking a centre pass from the centre of the pitch on the umpire's signal. The pass can go in any direction. - When a centre pass is taken at the start or re-start of the game, each team must be positioned in their own half of the pitch and the opposing players must be a minimum of 3m from the ball until the ball is played. - A free pass is given when an offence occurs. For all free passes the ball must be taken from where the offence took place. Until the free pass is taken, all players from the opposing team must be 3m away from the ball. - Gum shields are compulsory at this competition and is the schools responsibility to ensure every child has one. Shin pads are also compulsory. Schools should also bring their own hockey sticks.
Formatting:	There will be 4 pitches running with each pitch running an individual league, everyone will play everyone within their league. The winner of each league will advance forward to the semi final and finals.



Mini Hockey

Rules:	- Gum shields are compulsory at this competition and is the schools responsibility to ensure every child has one. Shin pads are also compulsory. Schools should also bring their own hockey sticks. - A limited number of goalkeeping kits will be available for schools to borrow, however it would be greatly appreciated if schools can attempt to source their own first where possible. - Starts with one team taking a centre pass from the centre of the pitch on the umpire's signal. The pass can go in any direction. - When a centre pass is taken at the start or re-start of the game, each team must be positioned in their own half of the pitch and the opposing players must be a minimum of 3m from the ball until the ball is played. - A free pass is given when an offence occurs. For all free passes the ball must be taken from where the offence took place. Until the free pass is taken, all players from the opposing team must be 3m away from the ball.
Formatting:	There will be 2 pitches running with each pitch running an individual league, everyone will play everyone within their league. The winner and runner up of each league will advance forward to the semi final and finals.



New Age Kurling

(Competition Plus)

Rules:	• Each player delivers stones corresponding to their team colour red or blue towards the target at the opposite end of the court. • Stones can be propelled using any part of the body or using a pusher providing that the player is behind the delivery line on releasing the stone. • Individuals/teams take it in turns to deliver the first stone of an end. • A team scores one point for each stone that is closer to the centre than any opposition stone. • Each game will consist of 3 ends. • An end is completed when all eight stones have been played. • At the completion three ends, the points scored on each end are added together. The individual/team with the highest total score wins.
Formatting:	There will be 4 pitches running with an individual league running on each pitch, everyone will play everyone in their league. The winners will advance through to the semi finals and finals.



7 a side Netball Tournament

Rules:	• 7 players play on each side. • Play is started with a centre pass which must be caught or touched in the centre third. • A player must pass or shoot within three seconds and obey the footwork rule. • A ball is out of court when it, or a player touching it, touches the ground or an object outside the court. The line counts as part of the court. If the ball hits the post and bounces back into court, it is still in play. • The throw-in is taken at the point where the ball crossed the line. Any player allowed in that part of the court may take the throw-in and must stand outside the court with both feet behind the line. • Schools must bring their own bibs.
Formatting:	There will be a maximum of 3 courts being played with an individual league being played on each court. Everyone will play everyone within their league. The winners of each league and the best runner up will advance onto the semi finals and finals.



Primary Rounders Tournament

Rules:	Batting - Wait in the backward area well away from 4th post. - If out, wait in the backward area well away from 1st post. - Enter the batting square when called to do so by the Umpire. - You will have one good ball bowled to you. - Batter can use 2 hands. - You can take a no ball and score in the usual way, but once you reach 1st post you cannot return. You cannot be caught out or stumped out at 1st post on a no ball.
	No Balls - Not smooth underarm action. - Ball is above head or below knee. - Ball bounces on way to you. - Wide or straight at body. - The Bowler's foot is outside the square during the bowling action.
	Running Around the Track - If you stop at a post you must keep contact with the post, with hand or bat. If you don't the fielding side can stump the following post to put you out. - You can run on to a post even if it has been previously stumped (you don't score if the post immediately ahead has been stumped). - When the bowler has the ball in the bowling square you cannot move on, but if you are between posts you can carry on to the next. - You cannot have two batters at a post. The Umpire will ask the first to run on when the second one makes contact. - At a post you do not have to move on for every ball bowled. - Once in contact with the post, you may turn the corner over the 2 metre line. If you turn the corner during a run and there is no contact with the post you will be deemed to have turned the corner and must run on. - You can move on as soon as the ball leaves the Bowler's hand, including no balls. - You must touch 4th post on getting home.



Primary Rounders Tournament

Rules:	Scoring 1 Rounder if ball is hit and 4th post is reached and touched before next ball is bowled. 1 Rounder if ball is hit and 4th post is reached on a no ball (you can't be caught out on a no ball). ½ Rounder if 4th post reached without hitting the ball. ½ Rounder if ball is hit and 2nd or 3rd post reached and touched before next ball is bowled - but if you continue this run and are put out before reaching 4th post, the score will be forfeited. - Penalty ½ Rounder for an obstruction by a fielder. - Penalty ½ rounder for 2 consecutive no balls to same batter. - You can score in the normal way on a backward hit but must remain at 1st post while the ball is in the backward area. - The team with the highest number of Rounders wins. - Penalty ½ rounder to fielding team if waiting batters or batters out obstruct a fielder.
	Out When - Caught. - Foot over front/back line of batting square before hitting or missing a ball. - Running inside post (unless obstructed). - The post you are running to is stumped. - You overtake another batter on the track. - You obstruct (you have right of way on track only). - Deliberately throw or drop bat. - Side out. - If ordered to make and maintain contact with the post and refuse to do so • You lose contact with the post;. - When the bowler has the ball and is in the square (except on an over run). - During the bowlers action but before they release the ball.



Year 5/6 Tag Rugby

Rules:	Adapted Tag Rugby rules to be applied: • No diving or going to ground to score a try. • No spinning to avoid being tagged. • 3 steps only to carry the ball after being tagged. • 1 step to score a try after being tagged. • Offside to be enforced. • No forward passes. • Any infringements penalised with turnover of possession with a free pass. • The one arm on the ball rule will be removed, however should a ball carrying player used the other arm to fend other players off then it will
Formatting:	There will be 3 pitches and each pitch will have its own league, everyone will play everyone within your league. The winners of each league and the best runner up will advance through to the semi finals and finals.



Primary Swimming Gala

Rules:	Boys and girls will swim separately for their school in a range of races. • 50m breaststroke. • 50m front crawl. • 25m backstroke. • 25m breaststroke. • 25m kick. • 25m front crawl. • 4x1 front crawl relay. • 4x1 medley relay (Backstroke, Breaststroke, Kick, Front Crawl). To be eligible to win the gala, schools must have a full quota of 6 boys & 6 girls. All swimmers must take part in 1 individual relay and at least 1 relay race.
Formatting:	Times will be accumulated to produce school scores and an overall gala winner: There will be between 2/3 heats per race and it will be girls then boys completing the races. A warm will be completed before the races and each swimmer will be able to compete to warm up laps.



Tennis

Year 5/6 Mini Tennis Orange

Rules:	• Can be overarm or underarm serve (Attempt Overarm First). • The ball cannot bounce before serve. • The ball has to go diagonally. • Second Serves are allowed (Let Rule). • Each player strikes the ball after it has bounced once on their side of the court, to clear the net and land on the opponent's side. • A point is won/lost when a player either misses the ball, the ball bounces twice, the ball does not land on the table or does not clear the net.
Formatting:	A team will need to be seeded as the following: • Boy 1 • Boy 2 • Girl 1 • Girl 2 The first seed should be the higher calibre tennis player. Mini Tennis red will use the larger red and yellow tennis balls. Games will be timed centrally and follow a group and knockout style format. All of Seed 1 players will play everyone who is Seed 1 and vis versa all of Seed 2 players will play all of Seed 2. The player with the most points at the end will win.



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